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Retro Hardware Renaissance: Reimplementing classic hardware with Field Programmable Gate Arrays

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Agenda

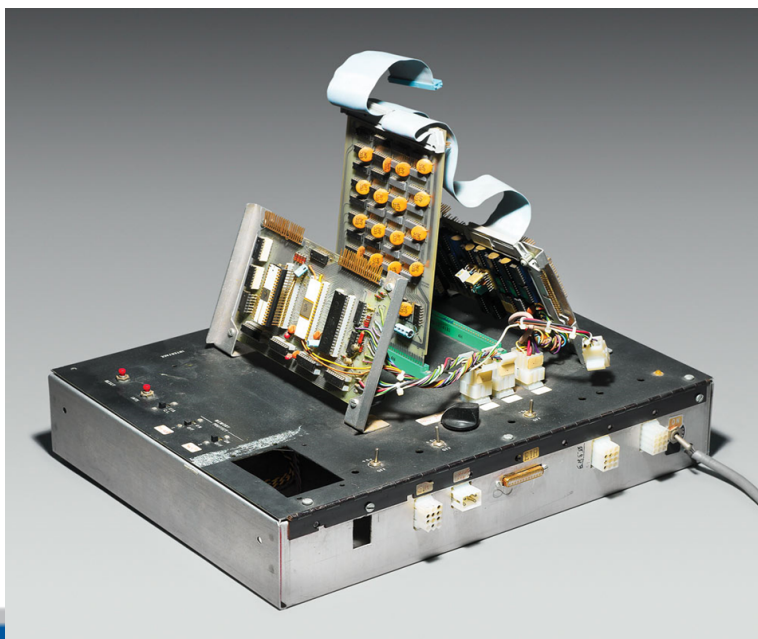
- How I ended up at PRGE (again)
- History: three machines
- What is new: modern hardware design
- How can this be used:
 - Atari 2600
 - Atari 800 XL
 - Amiga 500
- FPGA Resources for Makers

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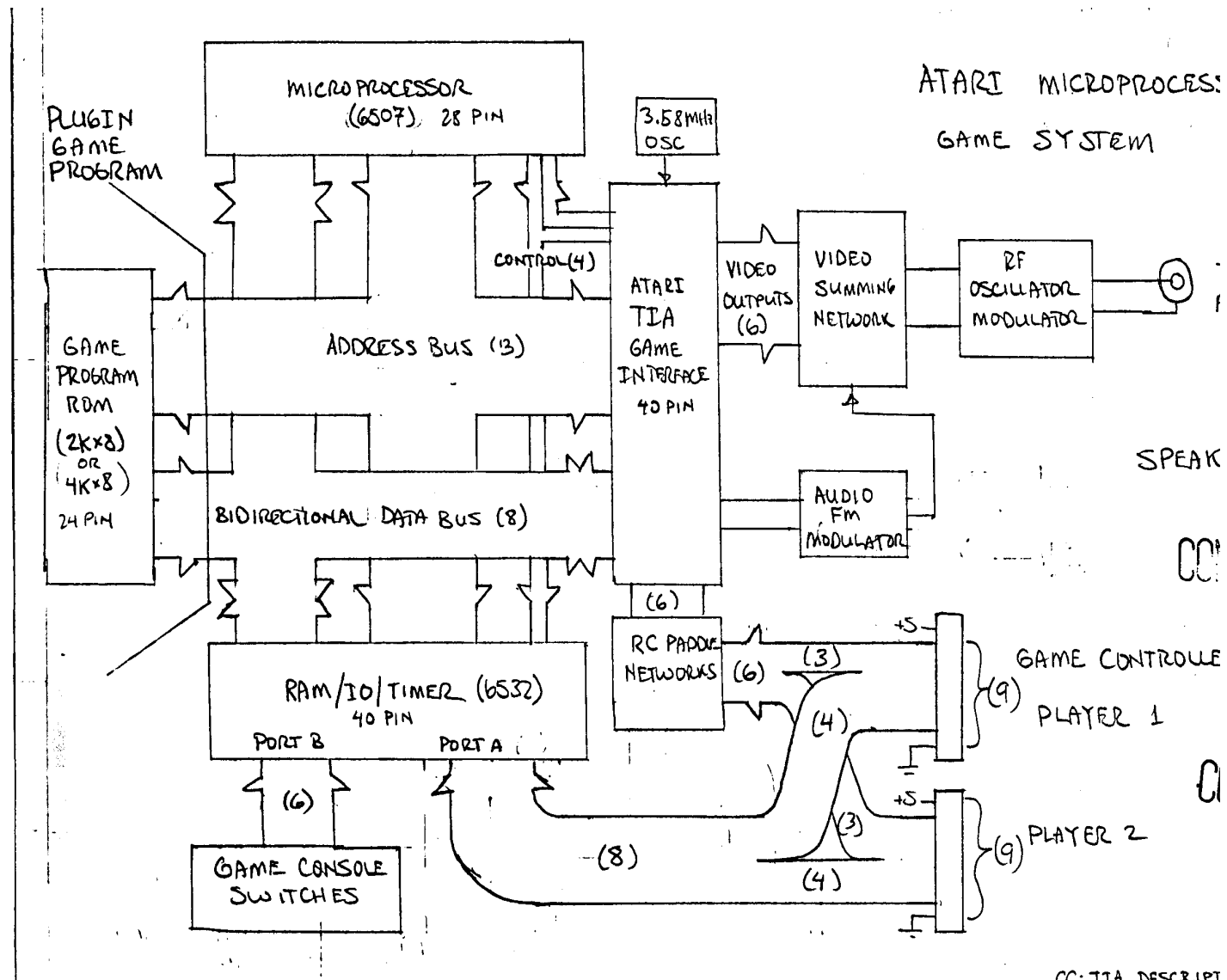
How I got here

I got lucky: Atari 2600

- I was hired to finish debugging the first concept prototype of the Atari Video Computer System.
 - Most of you know it as the Atari 2600.
- I made several contributions to it.
 - We used to joke about paying to work on it.

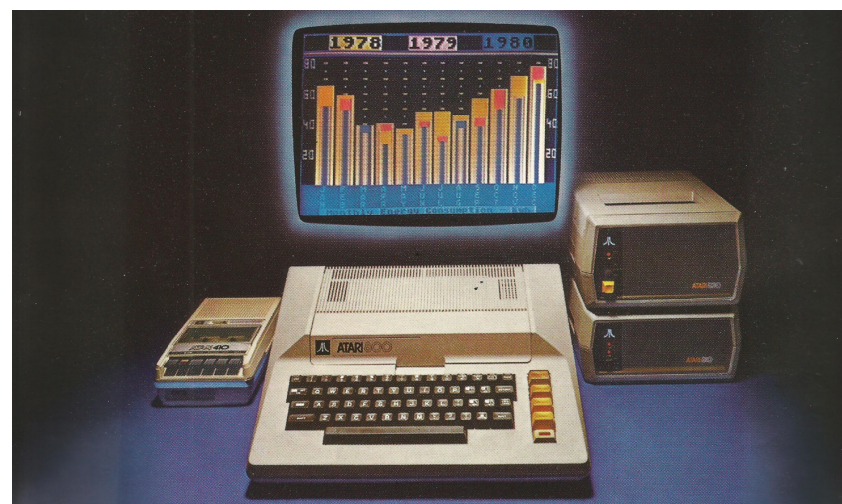


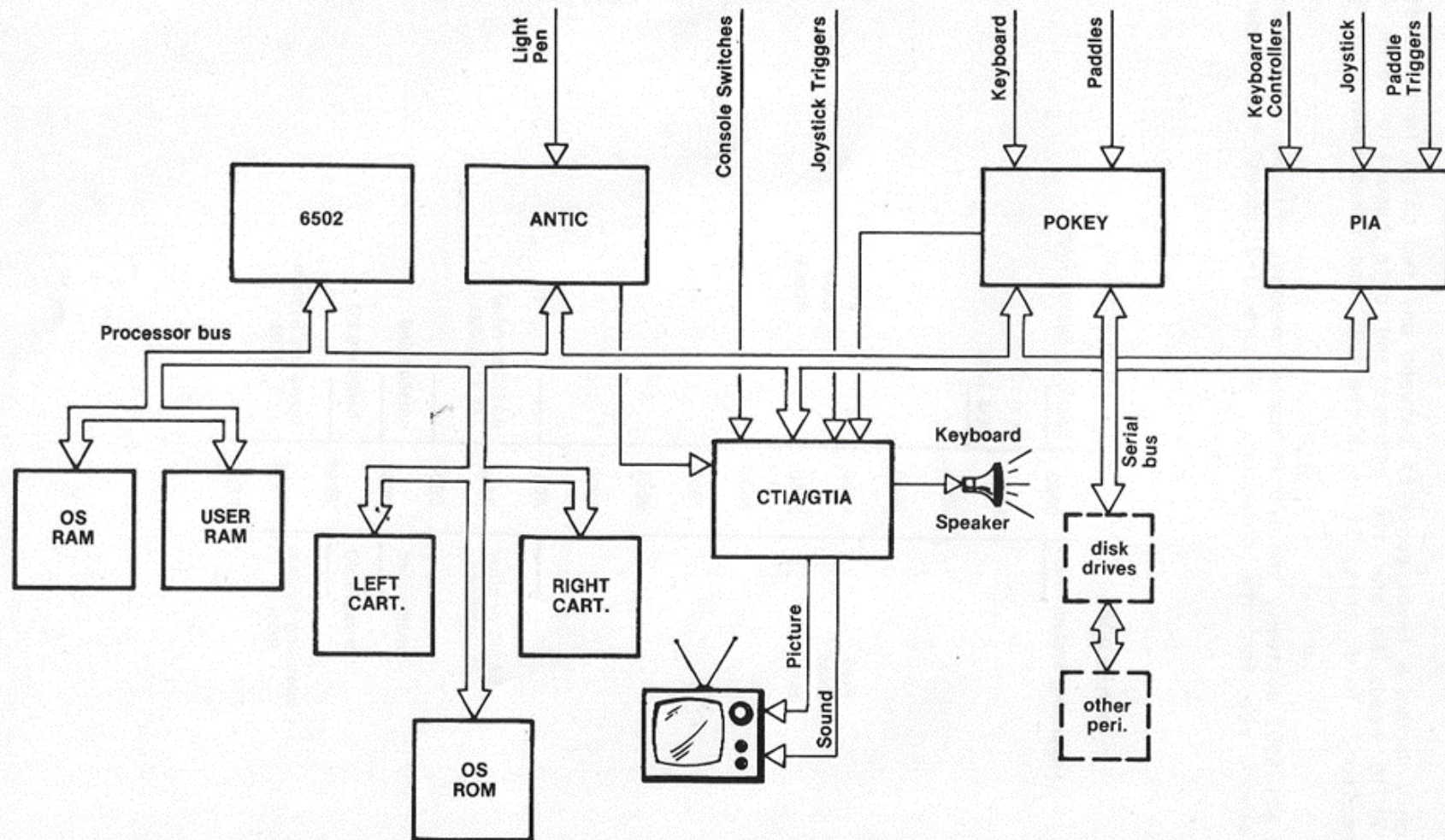
Atari VCS system diagram



Luckier: I got to do it again

- Continue advancing technology.
- We had a hard decision: is the next machine a better game console (Atari 400), a personal computer (Atari 800), or both?





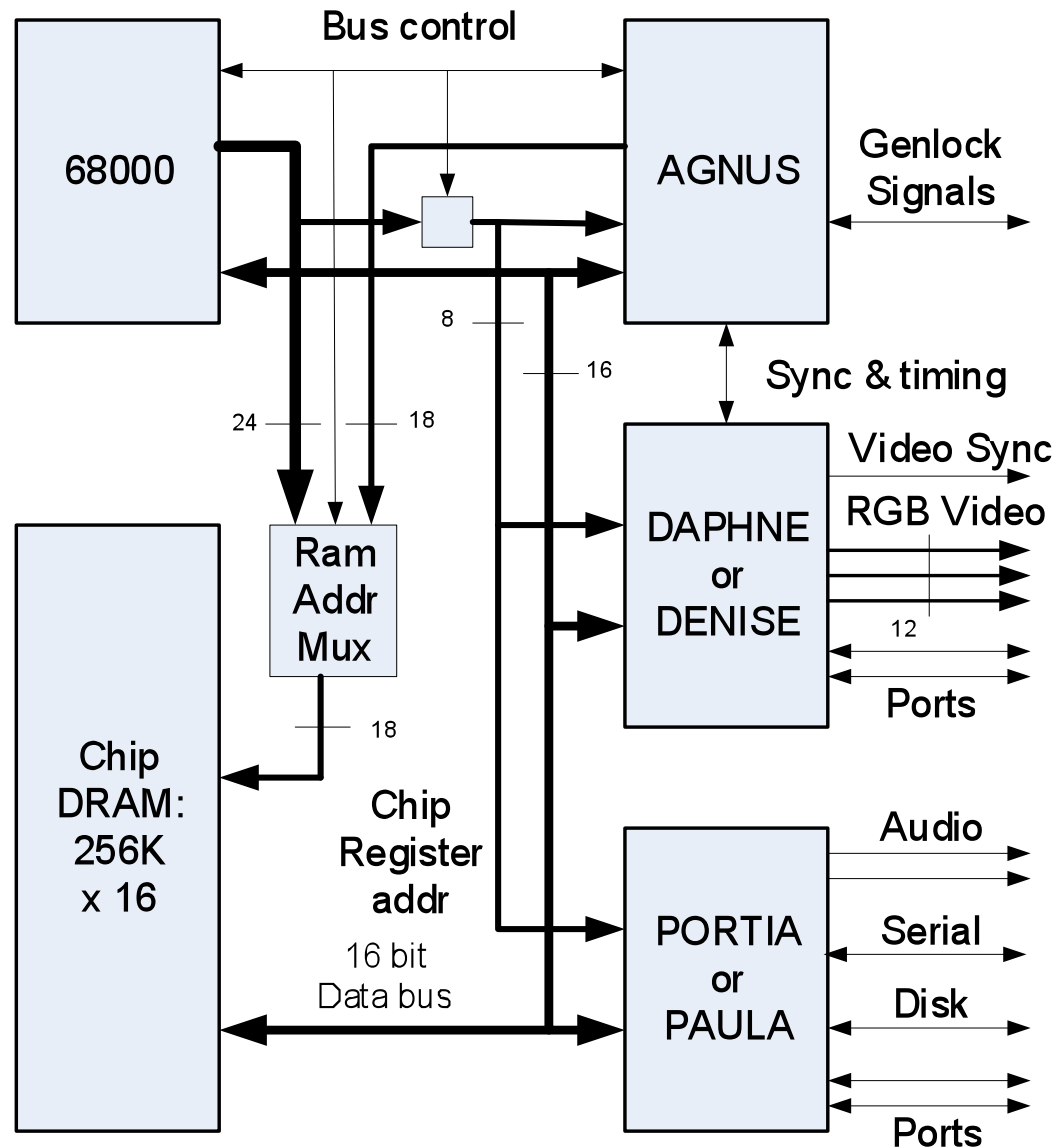
ATARI 400/800

Luckier: we build a 3rd system

- We reunited for a third system: Amiga
- It was a groundbreaking animation machine.



Simplified Amiga Core system diagram



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Modern hardware redesigns: Atari 2600

Retro machines are selling

- There have been several editions of Atari Flashback products.
- Early ones (e.g. Flashback 2.0) were build with Field Programable Gate Arrays (FPGA).
 - Sales of Flashback 2.0 ~ 1M units.
- Newer ones (e.g. Flashback 5.0) are emulated on a small hidden Linux computer.
 - Also, see Retro Pi
- Nintendo is now selling retro implementations of the NES and the Super NES.



Flashback 2.0 prototype PCB

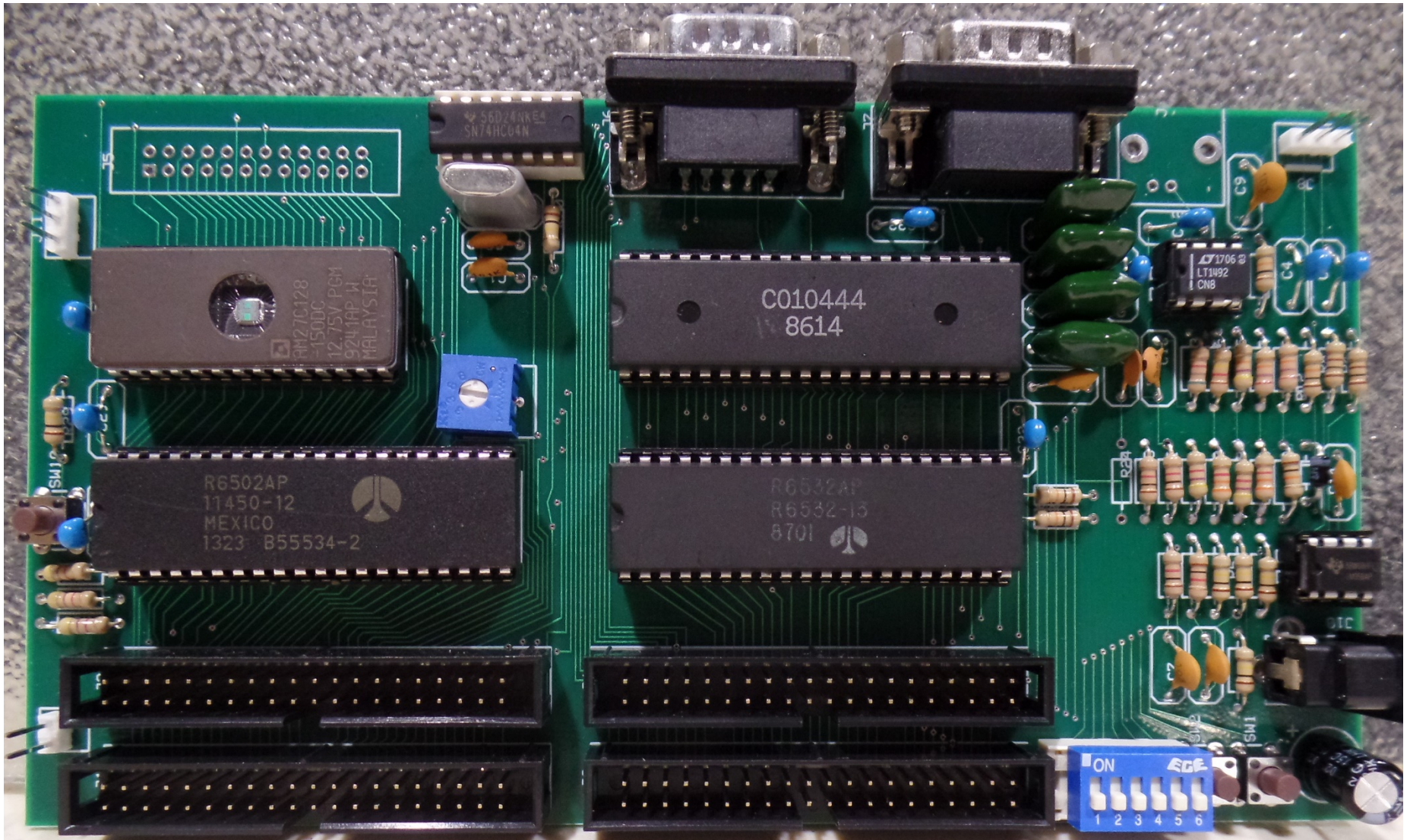
Curt Vendel

Flashback 2.0 Finished machine



Student Implementation

- As a professor at University of Washington, I get to supervise students in senior projects, called Capstone (EE495-496).
- One group of students started work emulating an entire Atari 2600 with FPGA.
- First project, emulating the 6502.
- They were not successful in the time allocated, but they made progress; they build a subset.
- Subsequent teams will emulate all parts of the system; success = play existing games.



Stuffed Stella Test Board

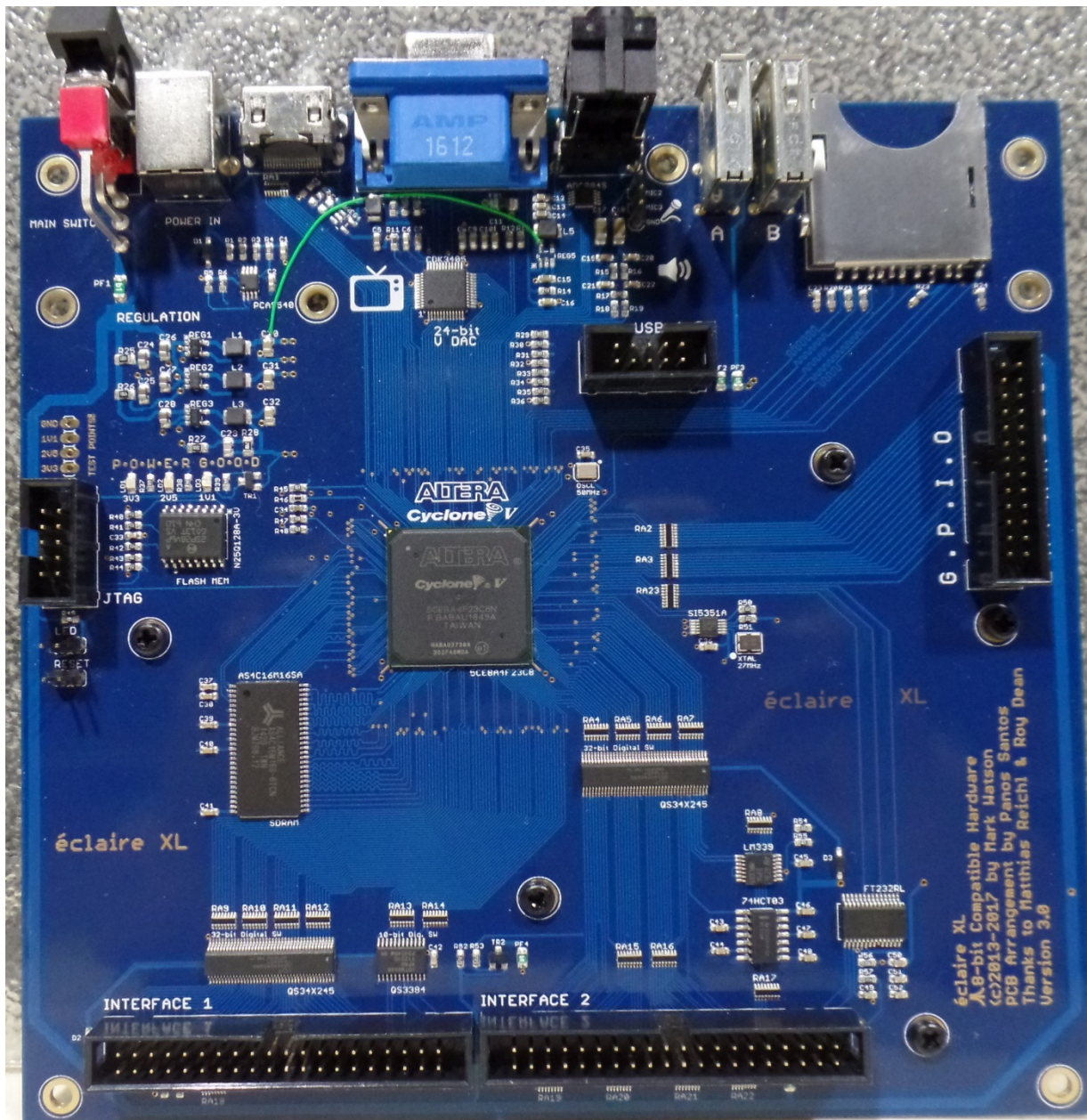
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Modern hardware redesigns: Atari 800 XL

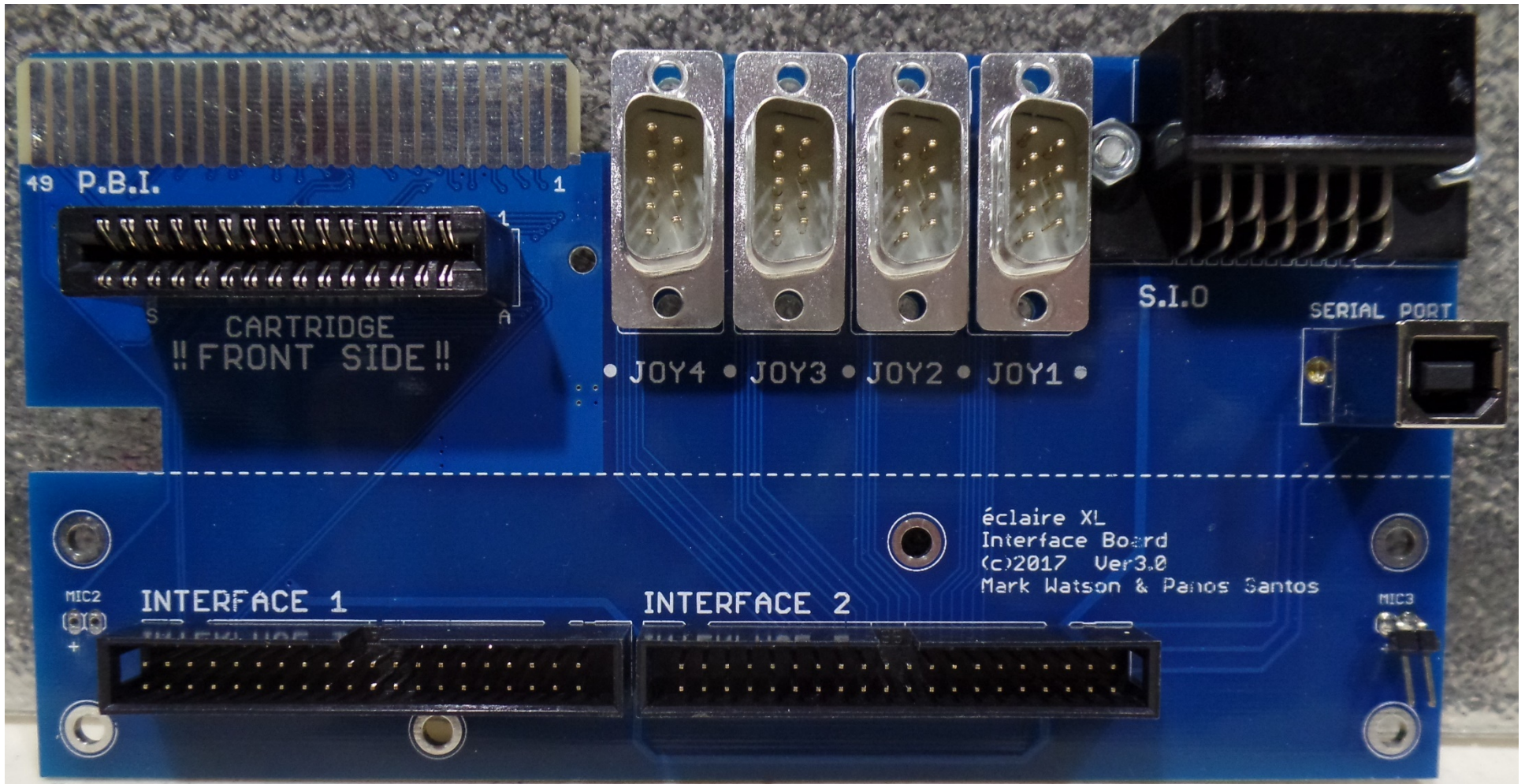
Eclaire XL

- An English engineer, Mark Watson, working with a Greek engineer, Panos, have prototyped and shipped a small number of FPGA-based Atari 800 XL implementations
 - They work with AtariAge
- Differences:
 - VGA video output
 - SD card mass storage
 - USB for keyboard
 - Lots of RAM

Eclaire XL main PCB



Eclaire XL IO board



Eclaire XL FPGA resources

- Mark Watson has been posting design files on <http://www.64kib.com/redmine>
- Photos:
<http://atariage.com/forums/topic/263044-developerstesting-required-for-mini-itx-clone-system-eclairerxl/>
- Nir Dary's demonstration video:
<https://www.youtube.com/watch?v=ordWyp8HZZ8&t=626s>

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Modern hardware redesigns: Amiga 500 MIST

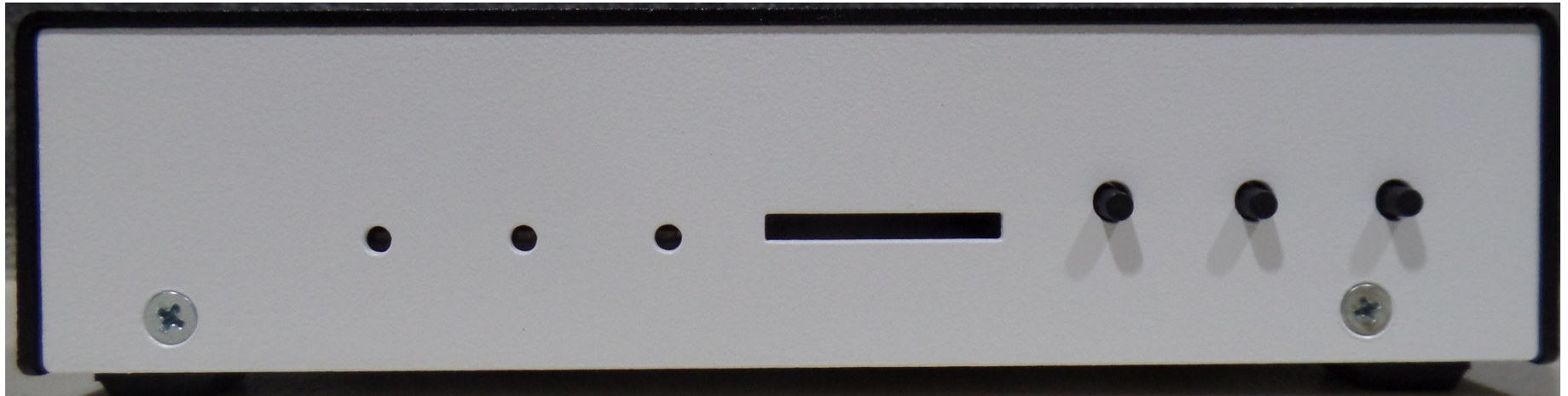
European Amiga redesign

- A Polish designer Przemyslaw Krawczyk (Lotharek”) has done a lot of interesting design work: <http://www.lotharek.pl/>
- The MIST board uses modern hardware to implement classic 16 Bits computers like Amiga, Atari, and 8 Bits systems like C64, ZX-Spectrum, MSX, Atari XL/VCS, Apple II, Colecovision, Sega, NES, etc.
- The MIST is a re-implementation of the original hardware in a FPGA.

Amiga 500 vs Amiga 500 MIST

- Lots of RAM
- Replace FD (floppy drive) or HD (hard drive) mass storage with SD slot
- Video out on VGA
- Keyboard input via USB
 - 4 USB ports on the back of the device

Amiga 500 MIST device

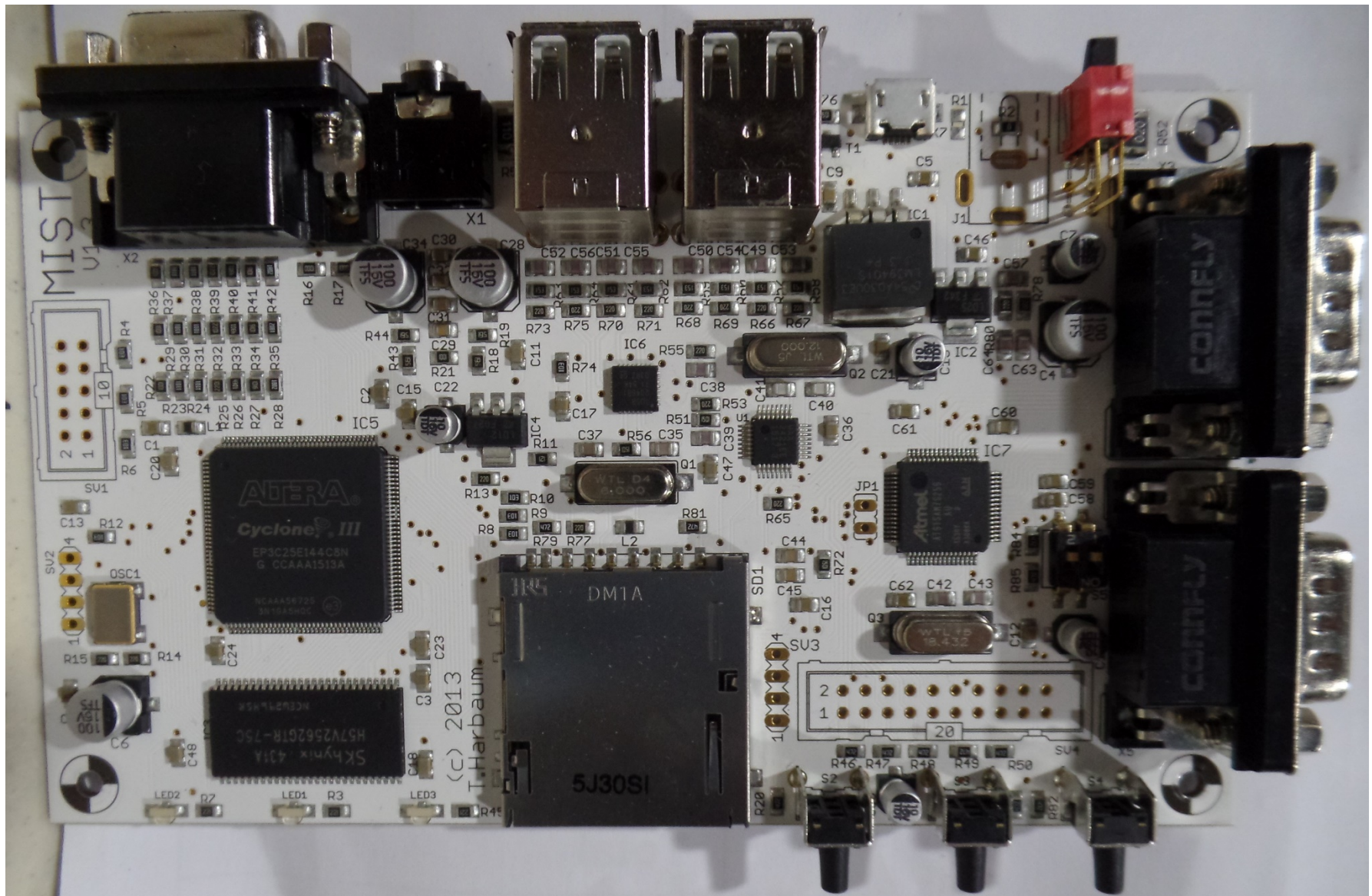


The front panel has:

- 3 buttons
- 3 LEDs
- SD memory slot

Reverse side:

- Power
- VGA + audio
- 4 USB host



Amiga 500 MIST PCB

Amiga 500 MIST FPGA resources

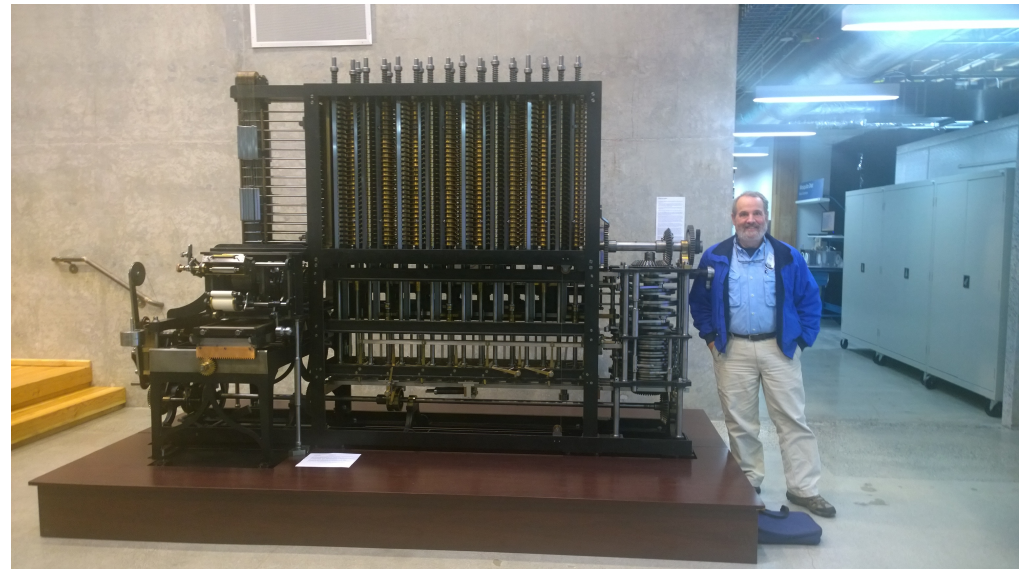
- YouTube demonstration:
<https://www.youtube.com/watch?v=9GrmaXeOTEA>
- Review of Amiga 500 MIST:
<https://amigalove.com/viewtopic.php?f=6&t=59>
- Firmware: <https://github.com/mist-devel/mist-bina>
- Tutorial:
https://www.youtube.com/watch?v=CVq_jzj_u8U&feature=youtu.be
- Purchase:
<http://amigastore.eu/en/318-mist-fpga-computer.html>
or
- <http://amigastore.eu/en/358-mist-13-plus-midi-fpga-computer.html>

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Digital Logic Design and FPGA Resources

Bit of history: digital logic 1

- George Boole invented the mathematics of digital logic in the early 18th century.
- Charles Babbage designed a mechanical version shortly thereafter.
- Ada Lovelace conceived of modern software to run on that system



Bit of history: digital logic 2

- The early 20th century saw digital logic implemented in electronic relays
 - Worked, noisy, unreliable
 - E.g. Bombe at Bletchley House in UK
- Mid-century: vacuum tubes for the early large computers
 - Worked, power hungry, unreliable
- Key: transistors invented in 1947
- Key: integrated circuits in 1959
- Key: TTL in 1964

Bit of history: Digital Logic 3

- People started moving from junction transistors to MOS transistors in 1970s.
 - 1st microprocessor: Intel 4004 in 1971
- Levels of integration exploded.
 - I learned NMOS LSI at Atari and Amiga
- Programmable logic arrays appeared in the 1980s.
- Field programmable gate arrays were invented in the mid-1980s, and became popular in the 1990s.

Modern hardware design

- Modern universities teach digital hardware design using hardware design languages:
 - VHDL (IEEE standard 1163)
 - Verilog (IEEE standard 1364)
- Two big reasons:
 - Easy to prototype and revise
 - Simple path to full custom ASIC from debugged FPGA
- Biggest vendors:
 - Altera (now Intel)
 - Xilinx

FPGA Resources:

- Standard textbook: Fundamentals of Digital Design with Verilog
 - 3rd edition is current, and cost over \$200
 - 2nd edition is cheap
- Free compiler software: Quartus Prime Development Suite, 16.1 or later
- Terasic FPGA kits:
 - DE0-Nano: pure FPGA, under \$100
 - DE0-Nano-Soc: FPGA plus embedded ARM
 - DE1-Soc: larger FPGA plus embedded ARM

Quartus Screenshot

Quartus Prime Lite Edition - F:/BEE271-17Q4/EE271F17-Lab2/BEE271LAB2 - BEE271LAB2

File Edit View Project Assignments Processing Tools Window Help

Search altera.com

BEE271LAB2

Tasks Full Design

- Task
 - Create Design
 - Create New Design File
 - Open Existing Design File
 - Add/Remove Files in Project
 - Qsys (system generation)
 - Assign Constraints
 - Compile Design
 - Analysis & Synthesis
 - Fitter (Place & Route)
 - Assembler (Generate program)
 - TimeQuest Timing Analysis
 - EDA Netlist Writer
 - Edit Settings
 - Program Device (Open Programme)
 - Verify Design

BEE271LAB2.v

```

54 assign HEX3[6:0] = SW[6:0]; // same for more HEX displays
55 assign HEX4[6:0] = SW[6:0]; // same for more HEX displays
56 assign HEX5[6:0] = SW[6:0]; // same for more HEX displays
57
58 // copy some switches to GPIO Port0
59
60 assign PORTOGPIO[9:0] = SW[9:0]; //switches to ports
61 assign PORTOGPIO[13:10] = KEY[3:0]; //buttons to both ports
62
63 // copy the clock signals to GPIO Port0, for observation
64
65 wire CLOCKOUT0 = CLOCK_50;
66 assign PORTOGPIO[14] = CLOCKOUT0;
67 reg [2:0] TenMHz; //counter for divide by 5
68 reg [15:0] counter; //define binary counter
69 always @(posedge CLOCK_50)
70   TenMHz <= TenMHz+1; // count down
71   if (TenMHz==5)
72     begin
73       TenMHz<=0; // reset to zero
74       counter <= counter+1;
75     end
76   else
77     assign PORTOGPIO[15] = TenMHz[2]; // 10 MHz clock
78
79 assign PORTOGPIO[35:20] = counter[15:0]; // counter to Port 0
80
81 // Emulate some LAB 1 gates on Port 1
82
83 wire INVERTER0 = ~PORTOGPIO[0];
84 assign PORTOGPIO[1] = INVERTER0;

```

Find... Find Next

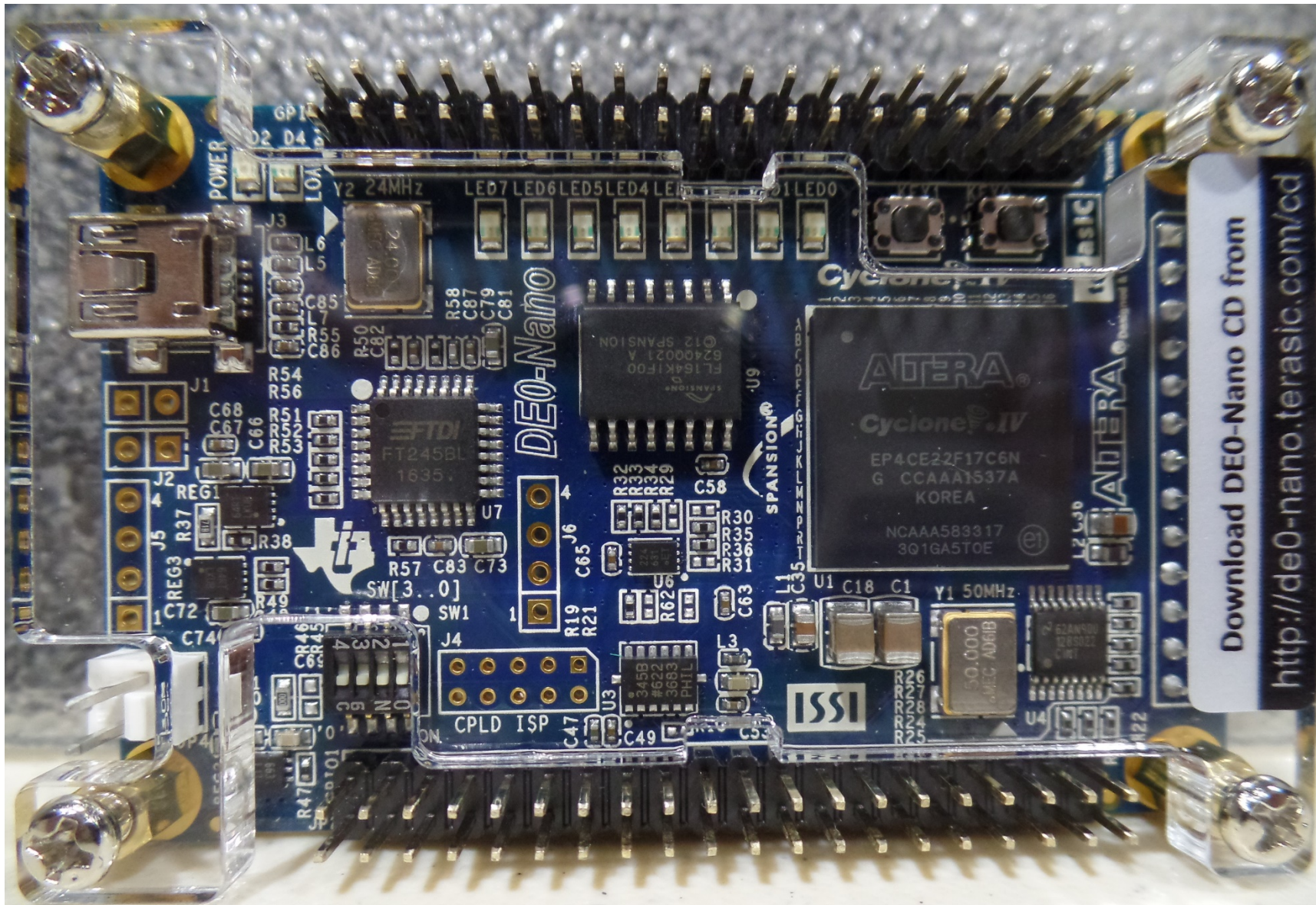
Messages

| Type | ID | Message |
|------------|----|---------|
| System | | |
| Processing | | |

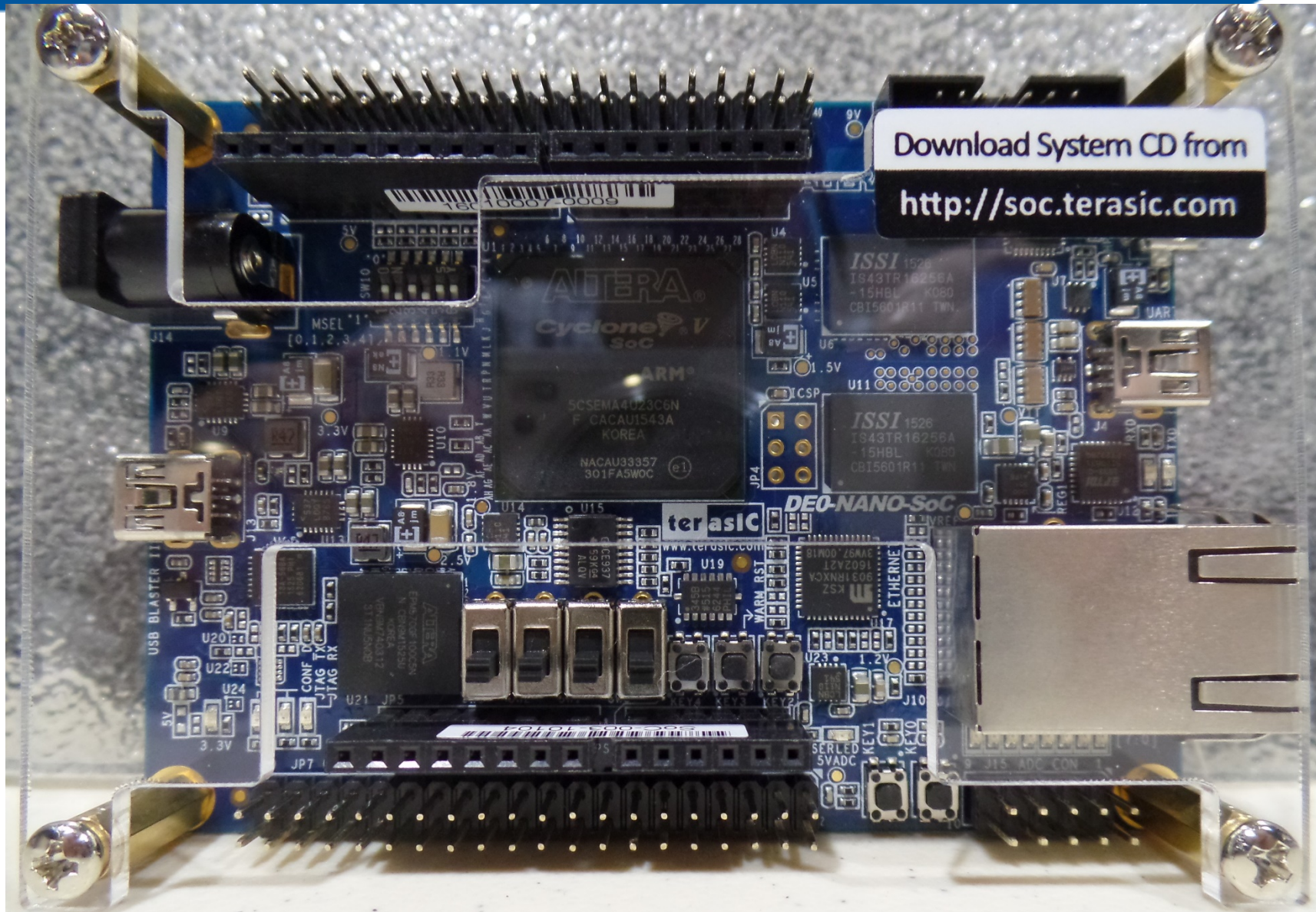
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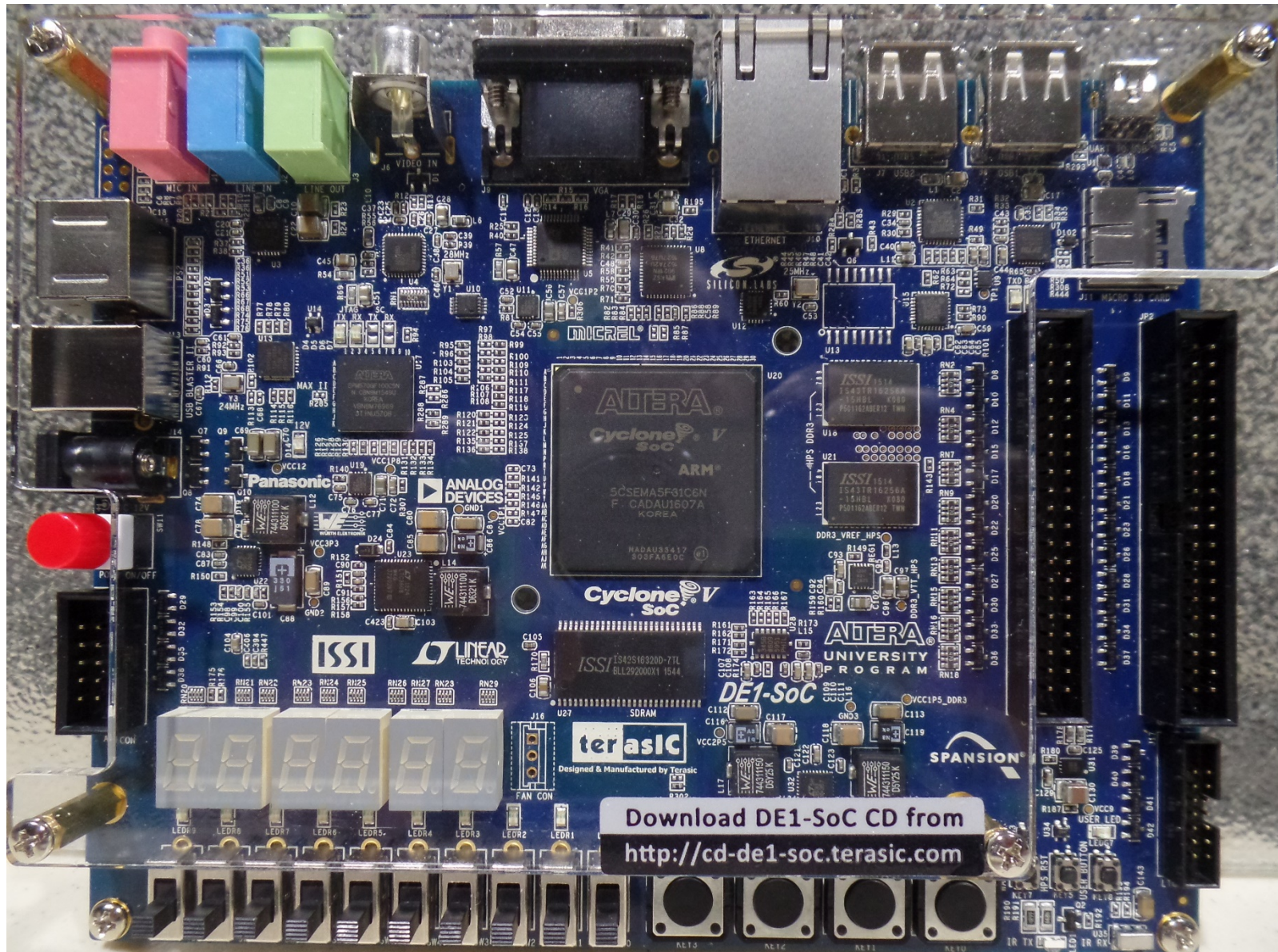
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Terasic DE0-Nano



Terasic DE0-Nano-SoC



Terasic DE1-SoC

What can you do?

- Learn something new
- Today, electronic hobbyists can learn to program in many languages, build systems with Arduino devices, Raspberry Pi devices, etc.
- You can build circuit boards.
 - E.g. use ExpressSCH and ExpressPCB
- This is new: learn cutting edge design

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Resources

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Global Humanitarian Technology Conference

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Lecturer, University of Washington

In memory of Jay Miner 1938-1994



Questions?



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